

Sword of KadashTM

a fantasy action adventure

by Chris Cole,

dynamix

The burning sands of a Persian desert surround you for miles. Two nights ago your nomad guide abandoned your journey — taking with him the camels, and the bolts of cloth you were hoping to sell in the marketplace of Tabriz. Gazing gratefully at the waterskin he left behind, you think back on the journey from the west. It took four long, hard months to get to Persia by camel from where you left the Mediterranean. Now all hopes of making a fortune are gone — like your guide. Taking a drink, you wonder how long it will be before the sand covers your bones. Suddenly, a cloud of dust appears atop a nearby sand dune.

A group of people become visible in the settling dust. Facing you is a crowd of about 30 men clothed in flowing robes and turbans seated on magnificent horses. One of the men dismounts and walks towards you. The man you hoped would help you is carrying a scimitar, and he has it in his hand prepared to behead you.

"No!" shouts a voice from the top of the dune. You look up into eyes colder than the desert nights.

"I am the leader of these men," he says. "The fiercest band of brigands to roam the desert! You are my prisoner, infidel! Bow before me, dog of an unbeliever, or die this instant." Quickly, you sink to your knees and beg to be spared. All thoughts of safety disappear like a mirage. This just hasn't been a good trip for you.

"Spare you? Of course I'll spare you. I have a task for one such as you — strong-bodied, obedient . . ."

"To the north lies an enchanted sword, the Sword of Kadash. It can be found somewhere in the deadly catacombs of the

Fortress of the Dragon, guarded by fierce beasts and vile demons."

When you ask why the brigands don't get the sword themselves, the leader laughs cruelly. "A score of men have been sent into the Fortress, and none have returned. That is why we are sending you — one with such prowess should have no problem walking into the Fortress and walking out with the Sword."

This remark brings a malicious chuckle from the thieves. Refuse and they will kill you now. Since there is a chance to retrieve the Sword and survive, you accept. Confidently, you ask what your reward will be upon returning. The leader answers, "Many treasures are to be found in the Fortress. Whatever you take is yours to keep . . . if you get out alive."

After two nights of traveling north, the party arrives outside the Fortress of the Dragon. It is a huge, foreboding castle situated on a stark plateau. During the journey, the brigands have told you that the Sword of Kadash is a great two-handed sword that was once the property of an almost invincible Templar Knight. The Sword is said to be enchanted, powered by the blood of those slain with it during the Crusades. Those who wield the great Sword are susceptible to its enchantment. That is why it lies deep in the dungeons, unused by even the powerful Liche who guards it. The dreaded dragon, Aladag, must be slain with the Sword in order for you to escape the Fortress. The brigands have explained that they, faithful followers of Allah, seek not to use the Sword. They wish to restore it to its holy resting place in the Vizier's Palace as a symbol to all true believers of the vanquished Crusaders.

Armed only with a dagger, a shield, and your natural charm, you set off to complete your task.

To Start

Apple version

Sword of Kadasb requires a Program Disk, a Master Character Disk, and a character disk. Included in this package is one disk with the Program Disk (side 1) and the Master Character Disk (side 2). You will need a blank, notched disk to create your character disk. (Don't use a disk with important data. It will be copied over.)

Be sure the Caps Lock key is down. Boot side 1 (Program Disk). With two disk drives, boot side 1 (Program Disk) in drive 1. A title page will appear followed by an introductory paragraph. These will be followed by a self-running demo. If you do not wish to view the demo, press any key.

A prompt will appear on the screen with two options:

A) CREATE A CHARACTER

It is necessary to make a character disk from the Master Character Disk (side 2 of the Sword of Kadasb disk) in order to play. If a character dies, and a skull and crossbones appear on the screen, you will need to make a new character disk. For this reason, we suggest making several character disks at one time.

Press A. Now select the level of play for your character (1 is easiest, 3 is hardest). A prompt will appear asking if you have one or two disk drives.

One disk drive — Press 1. Turn the Program Disk over to side 2 (Master Character Disk) and press Return.

A prompt will indicate when to swap the Master Character Disk and

create the character disk. (Don't use a disk with important data on it. It will be copied over.)

Turn your computer on and put side 1 (Game Disk) in the disk drive. Type LOAD "*",8,1 and press Return. When the game is loaded, an introductory paragraph will appear followed by a self-running demo. If you do not wish to view the demo, press any key.

A prompt will appear on the screen with two options:

A) CREATE A CHARACTER

It is necessary to make a character disk in order to play. Press A. A prompt will appear that says "INSERT BLANK DISK". Insert the disk you want to use as the character disk and press any key. The computer will format the character disk. When it is through, a prompt will appear that says "INSERT GAME DISK". Insert the Game Disk and press any key. A prompt will appear that says "INSERT NEW CHARACTER DISK". A prompt will indicate when to swap the Game Disk and the character disk. (Please be patient. Several swaps are necessary to create the character disk.)

When the character disk is ready, a screen will appear asking the level of play for the character (1 is the easiest, 3 is the hardest). Make your choice and the game will begin.

B) ENTER THE FORTRESS

This option is only necessary once you have used the quit command and wish to resume play.

If the computer is still on and you have used the quit command,

Controls

The game automatically starts in joystick mode. Moving the joystick will move your character (Commodore users plug joystick into controller port 2). Apple joystick button 0 fires darts and button 1 casts a spell. Commodore joystick button fires darts and Spacebar casts a spell.

Press CTRL K to activate the keyboard mode. The character will move in 8 directions corresponding to the 8 keys centered around the K (stop movement) key. Spacebar fires darts and Return casts a spell. CTRL J returns to joystick mode.

Other Commands (keyboard or joystick mode):

| | APPLE | COMMODORE |
|---------------|--------|---------------------------------------|
| SOUND | CTRL S | Turn monitor or TV volume up or down. |
| QUIT | CTRL Q | CTRL Q |
| PAUSE | ESC | P |
| SELF-DESTRUCT | CTRL D | CTRL D |
| BACKUP* | | CTRL B |

*Backup is a Commodore option only. It allows you to save a game at any position during play. When a character dies and a skull and crossbones appear on the screen, hit any key, and the game will be restarted at the position where the backup command was used. The quit (CTRL Q) command must still be used before the computer is turned off.

Note: The Commodore 64 version loads approximately 50 rooms at a time. Since this can be time consuming during play, when you leave one area and enter another, the question "ENTER NEW AREA?" will appear on the screen. Press Y for yes to go on, or N for no to return to the last room.

Weapons

DAGGER — Short, heavy-bladed knife — does the least amount of damage of all four weapons.

MORNINGSTAR — Leather wrapped handle connected by a short chain to a spiked iron ball. It is very useful in close combat, and is a step above a dagger.

AXE — Deadly, sharp, curved blade on a heavy wooden handle. It is the favorite weapon of iznik warriors, and is considered to be the next best weapon to a sword.

SWORD — Typical, unadorned, one-handed broadsword. It is considered to be the best weapon for dungeon combat.

Some weapons have magical powers that allow you to cause more damage to a monster when you hit it. These weapons are indicated by a +1, +2, or +3 rating after its name, (+1 being the lowest, +3 being the highest). Acquiring a magic weapon makes you a more deadly warrior, not necessarily a more skillful one.

Armour

SHIELD — Wide wooden plank used to deflect blows from a monster's weapon, or damage from a trap.

RING — Enchanted item that works in the same manner as a shield but protects more of your body.

Some armour has magical qualities that allow you to withstand attack longer than you normally would. Magical armour is indicated by a +1, +2, +3 or +4 rating (+1 being lowest, +4

the character disk. (Please be patient. Several swaps are necessary to create the character disk.)

Two disk drives — Press 2. Remove the Program Disk, turn it over to side 2 (Master Character Disk), and move it to drive 2. Put the character disk in drive 1 and press Return.

B) ENTER THE FORTRESS

One disk drive — Once the character disk is made, put the Program Disk (side 1) in the disk drive and press Return. Wait for the title page and opening paragraph to appear and press a key. When options A and B appear, press B (Enter the Fortress). A prompt will appear that says "INSERT YOUR CHARACTER DISK". Do so, and press Return.

Two disk drives — When the character disk is ready, the computer will automatically return to the introductory paragraph and demo. Press a key and select B (Enter the Fortress). A prompt will appear that says, "INSERT YOUR CHARACTER DISK". Ignore the prompt and press Return.

WARNING! If the computer is turned off during a game before the quit command, the game will not be saved and the character disk must be reformatted. If a bad character disk is used, the computer will respond with the message, "ILLEGAL CHARACTER DISK."

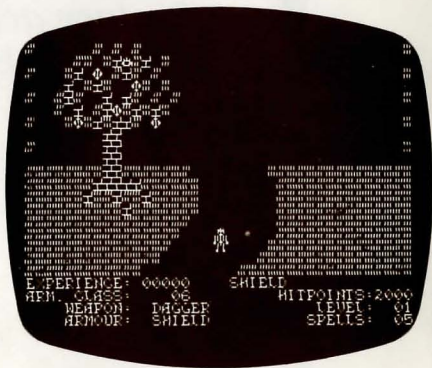
Commodore Version

Sword of Kadasb requires a Game Disk and a character disk. Included in this package is one disk with the Game Disk (side 1). You will need a blank, notched disk to

reenter the game by pressing a key. When the screen appears with choices A and B, press B (Enter the Fortress). The game will automatically begin where the quit command was used.

If the computer was turned off after using the quit command, turn the computer on and put side 1 (Program Disk) in the disk drive. Type Load "***", 8,1 and press Return. When the game is finished loading, an introductory paragraph will appear followed by a self-running demo. Press any key and choices A and B will appear. Press B (Enter the Fortress), and a prompt will appear saying "INSERT CHARACTER DISK". Insert the character disk and press any key.

WARNING! If the computer is turned off before using the quit command, the game will not be saved and a new character disk must be made.



You will now find yourself on a path leading to the Fortress of the Dragon, wherein lies the SWORD OF KADASH!

Definitions

Above is the first screen seen after entering the fortress. Note the type at the bottom of the screen. As in any role-playing adventure game, each of your characteristics interacts with the others. When something happens to change a characteristic, this change will trigger alterations in one or more of the other characteristics. For example, you find a treasure chest (let's say it is worth 30 points), your EXPERIENCE will go up 30 points — this can cause your LEVEL to increase. If your LEVEL goes up, so does your ARM. CLASS and your HIT POINTS. This is just one example of how such interaction works. What follows are general definitions:

EXPERIENCE — Points earned as a result of victories in battle and treasure found. When enough experience points have been gained, your level will increase.

ARMOUR CLASS — Calculates how much damage you take from an attack or a trap.

WEAPON — Tells what weapon you have in your possession.

ARMOUR — Shows what type of armour you are wearing.

SHIELD — Tells you the last object you picked up or touched.

HIT POINTS — Represents the amount of damage you can take before dying.

LEVEL — Measures of your experience. The higher your level, the better you will do in combat.

SPELLS — Tells how many spells you have.

being highest).

Treasures

HEALER — Could be called a magical first-aid box. With its mystical properties, a healer can heal you by restoring a certain number of your hit points — Caution, some healers have a tendency to set off very damaging traps.

SYMBOL — Ornamental piece of jewelry similar in appearance to that of an Egyptian abnk. Symbols have the magical ability to remove curses.

KEY — Magnificently jewelled, this object is highly coveted.

SCROLL — Parchment containing a magic spell. A scroll can be used to scare off monsters making them much easier to kill while they are running away from you. When you pick up a scroll, it will be added to your current number of spells.

CHEST — Small iron- or brass-bound wooden box containing . . . ? There is no time during battle to find out what lies within, but rumor has it that each chest contains a different treasure: jewels, gold, chocolate . . .

DIAMOND ALARM — Does no immediate damage to you, but releases a trap that will.

Be advised: not all weapons, armour, or treasure you find will be helpful to you. Some items are cursed. To find out if the item you have picked up is cursed, refer to the text window in the space above hit points. Once you pick up a cursed item, you cannot get rid of it until you find a holy scroll or symbol. While carrying a cursed item, you will be unable to use any other item except holy ones. While cursed, your present weapon and armour also become cursed.

General Information

Taking an object or opening a secret door will often set off a trap. Be careful! Sometimes the penalty outweighs the reward!!

Although your weapon may be a dagger, morningstar, axe, or sword, all combat is represented on the screen by shooting darts. This allows you to inflict damage on a monster without direct contact. You can damage a monster by touching it, but remember, it will inflict damage on you also.

Be warned: you can be damaged by your own weapon if you are hit by rebounding "darts." If the WEAPON rating is higher than the ARMOUR rating, you will lose HIT POINTS. If your ARMOUR is stronger than your WEAPON, you will not be hurt.

When picking new weapons or armour, the new item will replace the current one IF it is rated higher. Even if a weapon or armour aren't used, EXPERIENCE points are given.

If the character dies, it will automatically be resurrected a certain number of times per game. The easier the level of play, the more resurrections your character will receive. When a character dies, all EXPERIENCE points are lost and the new character starts at 0 points.

The number of EXPERIENCE points needed to go up a LEVEL are at a set value. However, the more difficult the level of play, the higher the set value.

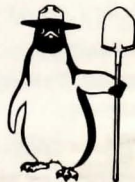
In the catacombs of the Fortress, there are many secret doors and passages — it's up to you to find them.

Disk Replacement

If your Sword of Kadasb disk fails within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll send a new one to you. We feel this is a fair replacement policy for Entertainment software such as Sword of Kadasb.

In addition to our Entertainment software, Penguin also produces a line of Utility and Applications software.

*Preston Penguin says:
Remember, only you can prevent
software piracy.*



Sword of Kadasb was designed and programmed on the Apple II by Chris Cole, dynamix, and programmed on the Commodore 64 by Kevin Ryan, dynamix. Sword of Kadasb is copyrighted 1984 by dynamix. All rights reserved.